



BLIND FATE!
(TAKE A CARD.)

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FLYING
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RULES AND REGULATIONS


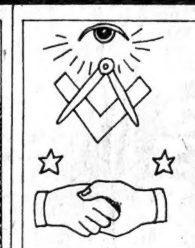


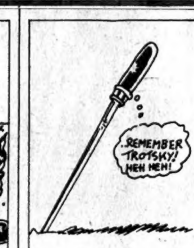

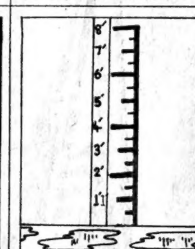
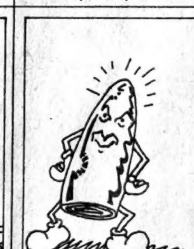
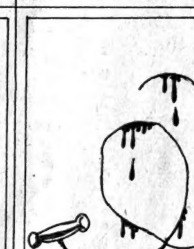
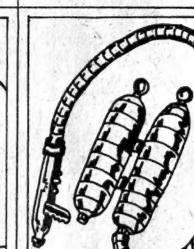



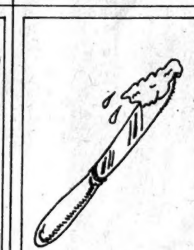
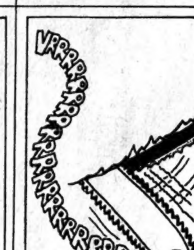

ASSEMBLY AND PREPARATION:
OK! Before you can play, you have to stick the whole thing together. This is really tedious and will take hours of messing about with glue, scissors and TINY PIECES OF PAPER, but if you're really determined to see this thing through then here's how:
Glue all four pages on to cardboard so that you have a complete board, a strip of sixty-six cards to the left of it and this box of rules immediately above it. Cut out all the cards and separate board from rules.
Divide the cards into seven piles: WEAPONS CARDS (8), LOCATION CARDS (8), "MOTIVE" CARDS (8), "ALIBI" CARDS (9), "NO ALIBI" CARD (1), "SUDDEN DEATH" CARDS (6) and assorted BLIND FATE CARDS (28).
Now, each player must choose a personality to represent. The BIGGEST AND STRONGEST gets to be WHOEVER THEY LIKE, and everyone else squabbles over what's left. Each player should then place a token of some sort on the square adjoining the home base.
Shuffle the WEAPONS CARDS and deal them onto EACH square marked "THE GOODS", even if less than eight are playing. Repeat with LOCATION CARDS and MOTIVE CARDS.
Take the nine ALIBI CARDS and deal one to each "GOODS" square adjoining an UNOCCUPIED Home base. Place TWO of the remaining ALIBI CARDS with the 28 "BLIND FATE" CARDS. EXAMPLE: If only four are playing, deal FOUR ALIBI CARDS to UNOCCUPIED spaces, then take TWO from the remaining FIVE leaving THREE.
To these remaining ALIBI CARDS add the "NO ALIBI" CARD, shuffle them and deal one to the "GOODS" space of each player.
Shuffle the six "SUDDEN DEATH" CARDS and place face down on the SUDDEN DEATH SQUARE.
Shuffle the remaining cards, including the two ALIBI CARDS and place face down on the "BLIND FATE" SQUARE.
You are now ready to begin.
START OF PLAY:
Each player must look at their own cards, then replace them, face down on the "GOODS" square with the "ALIBI" or "NO ALIBI" card at the bottom. The player with the "NO ALIBI" CARD is THE MURDERER, for whom the object of the game is to avoid capture and if possible, to pin the

blame on one of the other players. The other players must avoid being framed, and try to establish WHO killed ROCK 'N' ROLL, WHY, WHERE and WITH WHAT. At that point, the murderer will be given a fair trial and then executed, and whoever has solved the crime will be the winner.
If, however, the murderer can successfully cause another player to be convicted and executed then the Murderer has won. He also wins if after being successfully accused he can escape to Rio without being extradited. (See "CAPTURE".)
Each player must compile evidence on all other players in the game, so pen and paper are necessary in order for each player to keep track of evidence which they have uncovered against each suspect.
This is done by entering other players' home bases and examining the top card in their "GOODS" pile. The Murderer will also be compiling evidence in this way in order to eventually frame another player and in order to appear inconspicuous!
Players throw two dice to decide who goes first, after which play proceeds in a clockwise direction. (Actual moves on the board also go clockwise). The first player throws two dice to move. Players must move to the full extent of their dice throw EXCEPT:
A. To stop off at another player's home base in order to examine evidence.
B. To accost murderer by landing upon the square which he occupies. (See "CAPTURE".)
COLLECTING EVIDENCE:
Players must stop off at any one Home Base per turn to examine the evidence therein. Thus:
A. Stop on square adjoining home base. (Do not examine evidence at home bases not in use during the game as only an actual player can be the murderer).
B. Look at top card on "GOODS" pile and make a brief note on your list of suspects of the information gained. Replace card face down at the bottom of the "GOODS" pile. Do not look at any other card.
C. You have now completed your move. (Players may not move away until their next turn.)
The game proceeds in this fashion. Players need not enter every suspect's home base that they pass.
BLIND FATE SQUARES:
Players landing on these squares must take a "BLIND

FATE" card, and either keep it, or obey instructions and replace it under "BLIND FATE" pile, depending on the instructions on the card.
FLYING DOWN TO RIO SQUARES:
These squares are only used at the end of the game when the murderer may try to escape. (See "CAPTURE".)
CAPTURE:
To identify the Murderer a player must have found a "NO ALIBI" card at that suspect's home base; however, the player must also have established the LOCATION, WEAPON and MOTIVE before they may accuse the murderer. When a player has these four pieces of evidence they confront the Murderer by pursuing them and landing on the square occupied by the murderer and making their accusation. To do this the pursuer need not necessarily use the full extent of their dice throw.
The player makes their accusation thus:
EXAMPLE: "You, Ron Perverted, killed Rock 'n' Roll with the BLUNT BUTTERKNIFE in THE UNDERGROUND AVIARY Because of his burning you in a CROOKED COCAINE TRANSACTION, and have NO ALIBI!"
AT THIS POINT CARDS COLLECTED DURING THE COURSE OF PLAY BECOME SIGNIFICANT:
A. If the murderer has no cards which can help them, the game is over, their accuser has won and it only remains for them to take a "SLOW DEATH" card and discover the nature of their grisly fate.
B. The Murderer may have acquired one of the spare ALIBI cards from the BLIND FATE pile, in which case they are off the hook unless their accuser can produce a card which will nullify their alibi, i.e. the HENDON FLYOVER card or certain SURPRISE WITNESS CARDS.
If the accuser has failed, other players possessing a card capable of crushing his alibi may then join in the pursuit, and, having caught up with the murderer, confront him with their card and win. (Always supposing that the murderer possesses no further cards which will get him out of trouble). The murderer then takes a SLOW DEATH card and goes to meet their doom.
C. As a last resort, the murderer may have a "BIGGSAIR" or "SOAK UP THE SUN" card, which entitles the murderer to throw the dice immediately and attempt to reach a

"FLYING DOWN TO RIO" square. The accuser then throws the dice and tries to overtake the Murderer before they can reach the "RIO" square. The Murderer and accuser have alternate turns, as no one else is involved at this stage.
If the Murderer reaches the "RIO" square he wins the game. If not, the accuser wins. If the accuser possesses the "EXTRADITION" card it cancels the escape card immediately and the Murderer must take their SLOW DEATH card like a man, without attempting any further escape. It is only THE MURDERER who can use the "Flying Down To Rio" get out. Any innocent person unjustly accused does not have this option.
THE FRAME UP:
In order to "FRAME" another player, the Murderer must have collected evidence from that player's home base card of WEAPON? LOCATION and MOTIVE. They must also have collected a suitable card from the BLIND FATE pile to squash the defendant's alibi. The murderer's pursuit and accusation of their quarry is exactly the same as that described under CAPTURE except in that he must produce the card which enables him to dismiss his opponent's alibi.
If the player has no cards with which to counter the Murderer's card, the Murderer has won, the luckless player must take a SLOW DEATH card. If the player CAN produce a card to counter the Murderer's allegations then he is safe, the Murderer has revealed his own identity, and any player may, having collected enough evidence, pursue and accuse the murderer in the normal way.
ADDITIONAL POINTS:
Although BIGGSAIR and SOAK UP THE SUN cards can only be used by the Murderer, any other player getting one of these should keep it in order to lessen the Murderer's chances of escape.
The cardplay described in the rules may appear complicated at first glance, but in practice is only a matter of two players "trumping" each other's cards until one of them has no suitable cards to play.
There is no point in a player singling out another player to accuse at random merely because they happen to have an alibi-crushing card, because if anybody other than the murderer is accused and executed then the murderer wins the game.

THE CARDS

 <p>THE SHOWER</p>	 <p>THE SECRET "KNIGHTS OF PYTHIUS" LODGE</p>	 <p>THE UNDERGROUND AVIARY</p>	 <p>THE CAR-PRESS</p>	 <p>THE ICEPICK</p>	<p>HARD TIMES: Your Doctor recommends that you undergo a complete blood-change at a Swiss sanitarium. Lose one turn and eight pints.</p>	<p>HARD TIMES: You ask a Southall policeman the time and are charged with assault. Lose one turn and all your teeth.</p>	<p>THE FINGER: An Anonymous phone-call to the music press strongly tips the player of your choice as the next SEX PISTOL. They lose one turn. USE AND REPLACE.</p>	<p>THE FINGER: British Movement Skins receive MYSTERY TIP-OFF that the player of your choice is a homosexual communist negro jew intellectual. Said player loses one turn. USE AND REPLACE.</p>	<p>THE FINGER: Police mistake the player of your choice for LORD LUCAN. (Even if they're female). They miss one turn. USE AND REPLACE.</p>	<p>THE FINGER: Police discover Heroin and firearms at the residence of the player of your choice. They lose ONE TURN. USE AND REPLACE.</p>
 <p>THE SENSORY DEPRIVATION TANK</p>	 <p>THE DRAINED SWIMMING POOL</p>	 <p>THE 90mm FIELD GUN</p>	 <p>THE CHEESEWIRE</p>	 <p>THE FLAMETHROWER</p>	<p>ALIBI! The Archbishop of Canterbury is in no doubt whatsoever that you were with him discussing St. Thomas Aquinas over tea and cucumber sarnies while the dire deed was being did.</p>	<p>ALIBI! Two separate members of the Royal Family are adamant in asserting that you were playing three card brag with them at the time of the murder.</p>	<p>ALIBI! Mis Fifi la Thong of the Sacher Masoch school of Advanced Discipline staunchly maintains that you were tied up elsewhere while the murder was being committed.</p>	<p>ALIBI! Lorraine Chase, Arthur Mullard, Lady Isobel Barnett and James Pursey are 100% certain that you were appearing with them on Celebrity Squares at the time in question.</p>	<p>ALIBI! U.S. Senator Edward "Ted-Ted" Kennedy reveals that this player was with him in the Kennedy Garage at the time of the murder checking brake linings.</p>	<p>ALIBI! The assembled audience at Madison Sqr. Gdns. testify that you were on stage at the time of the murder, jamming with Bobby Dylan on an acapella version of "Jesus Wants Me For A Sunbeam."</p>
 <p>THE ROOFTOP SIN-DOME</p>	 <p>THE NAZI MEMORABILIA MUSEUM</p>	 <p>THE KING COBRA</p>	 <p>THE BLUNT BUTTERKNIFE</p>	 <p>THE CHAINSAW</p>	 <p>THE LOCKED NURSERY</p>	<p>SLOW DEATH!! No, wait... it's a last minute reprieve. Whoops, too late! Trap's been sprung. Ironic, eh?</p>	<p>SLOW DEATH!! Take a trip to the tumbrell! Now here's a funny thing... did you know that they make you lie FACE UPWARDS! Did you know that the severed head LIVES for THREE Seconds? How are you going to spend YOUR time?</p>	<p>SLOW DEATH!! You are found innocent, but are so disgusted with the whole thing that you sit down on the courtroom steps, douse yourself in lighter fluid and immolate yourself in protest.</p>	<p>SLOW DEATH!! HO HO! AN EAGER BEAVER! You decide not to stick around for the slap-up breakfast and hang yourself from a light fitting in your cell with your braces.</p>	<p>SLOW DEATH!! It's the Chessman Express! Just take a seat behind the green door, wait for the "PLOP" of the cyanide capsule... OK, Big breath now.</p>
<p>EXTRADITION ORDER!! This card enables you to cut short any player's ARGENTINIAN HOLIDAY IMMEDIATELY!! KEEP UNTIL NEEDED!</p>	<p>ILLEGAL SEARCH AND SEIZURE. You may now force any other player to hand over the card of his or her choice without fear of PHYSICAL REPERCUSSIONS!! (NOT Home Base cards.)</p>	<p>ILLEGAL SEARCH AND SEIZURE. You may now force any other player to hand over the card of his or her choice without fear of PHYSICAL REPERCUSSIONS!! (NOT Home Base cards.)</p>	<p>WIRETAP! You may now examine the top card in any other player's pile, even if you're nowhere near their home base. USE AND REPLACE.</p>	<p>WIRETAP! You may now examine the top card in any other player's pile, even if you're nowhere near their home base. USE AND REPLACE.</p>	<p>WIRETAP! You may now examine the top card in any other player's pile, even if you're nowhere near their home base. USE AND REPLACE.</p>	<p>WIRETAP! You may now examine the top card in any other player's pile, even if you're nowhere near their home base. USE AND REPLACE.</p>	<p>WIRETAP! You may now examine the top card in any other player's pile, even if you're nowhere near their home base. USE AND REPLACE.</p>	<p>WIRETAP! You may now examine the top card in any other player's pile, even if you're nowhere near their home base. USE AND REPLACE.</p>	<p>MUGGED! The player on your right relieves you of ONE CARD of your choice (preferably not your Diner's Club or Access. Watch 'em!!) NOT HOME BASE CARDS.</p>	<p>PARANOIA!! They are out to get you, aren't they? Because they all HATE you, don't they? Better return to your home base immediately and stay under the bed for TWO MOVES.</p>
<p>ALIBI! The vocalist with a leading Mod band protests that you spent the day in question with him, trying on ties at a leading London Haberdashery.</p>	<p>ALIBI! Ralph Records reveal that this player is secretly one of the Residents and was laying down the Balinese Nose-Flute tracks for their latest waxing at the time of the murder.</p>	<p>SURPRISE WITNESS!! Someone else's alibi giving you trouble? Did you know that said alibi has been in and out of the Giggling Academy like a yo-yo? This surprise witness does. KEEP UNTIL NEEDED.</p>	<p>SURPRISE WITNESS!! This witness will demonstrate under oath that any other player's alibi has been bought with promises of drugs, 12-year-old Concubines and RARE COLOURED VINYL RELEASES. Crushes any defence! KEEP UNTIL NEEDED.</p>	<p>SURPRISE WITNESS!! This steady, church-going type will SWEAR BLIND that they saw ANY OTHER PLAYER on the night in question with a carrier bag full of HACKED-UP TORSO. Squashes any alibi! KEEP UNTIL NEEDED.</p>	<p>SURPRISE WITNESS!! This helpful soul is willing to testify that any persons making allegations about you are DERANGED ACID CASUALTIES and given to RELIGIOUS VISIONS!! KEEP UNTIL NEEDED.</p>	<p>THE HENDON FLYOVER!! Some prosecution witness or other player's alibi giving you anxiety? Why not get them out of the way whilst making a SIGNIFICANT CONTRIBUTION to the Motorway Construction Industry. KEEP UNTIL DESPERATE.</p>	<p>SOAK UP THE SUN at Marty Borman's Paraguayan pleasure drome!! (But don't hang about to cancel the milk). KEEP UNTIL NEEDED.</p>	<p>FLY BIGGSAIR!! If the Heat's on your case, why not join Ronny in Rio? (Assuming you can make it to the airport, that is.) KEEP UNTIL NEEDED.</p>	<p>HARD TIMES: Questions are raised in the House and you are named as the fifth man. You feel a right Anthony Blunt and leave for a holiday in sunny Stalingrad immediately. Miss one turn.</p>	<p>HARD TIMES: The SUN reveals you to be an enemy of British Decency, a sexual deviant and a bitter-off of puppydog's heads. Have an extra turn.</p>
<p>SLOW DEATH!! You scream all the way to the chair, buddy!! Your legs are shaved, the straps are buckled on and ZZZZZZZT!! YOU RIDE THE LIGHTNING!</p>	<p>MOTIVE: The murdered man possessed photographs of this player in a series of compromising situations with an Irish Wolfhound, two Coldstream Guards and a cauliflower.</p>	<p>MOTIVE: This suspect had borrowed vast amounts of money from the deceased in order to finance a costly sex-change operation.</p>	<p>MOTIVE: This player had contracted an exotic and virulent strain of syphilis from the murdered man and craved ghastly revenge.</p>	<p>MOTIVE: This suspect had been sold four-and-a-half tons of talcum powder by the murdered man in a crooked cocaine transaction.</p>	<p>MOTIVE: This player believed the murdered man to be conducting ongoing Ugandan discussions with their mother.</p>	<p>MOTIVE: This suspect has a previous conviction for barbecuing live frogs and is basically so fucked up that they're likely to do ANYTHING for absolutely NO REASON WHATSOEVER!!</p>	<p>MOTIVE: This player belongs to a Hindu Death-Cult that demands a human sacrifice every alternate Thursday.</p>	<p>MOTIVE: The murdered man had once dropped this player's favourite teddy-bear "BOOPSIE", down an open storm-drain.</p>	<p>NO ALIBI! YOU DID IT! Jesus, you're really in the shit! Better pin the rap on somebody else before you find yourself having bladder spasms in the hot seat. You rotten heartless bastard! How could you?</p>	<p>ALIBI! The Basingstoke Women's Institute wish it to be known that you were delivering an interesting lecture on Macramé at the time of the crime.</p>

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ASSEMBLY AND PREPARATION:

Dixie follows you can play, you have to pick the whole thing together. This is really tedious and will take hours of constant shuffling with glue, solvents and TINY PIECES OF PAPER, but if you're really determined to see this thing through then here's how:

Cut all four pages up so cardboard so that you have a complete board, a strip of sixty-six cards to the left of it and this box of rules immediately above it. Cut out all the cards and separate board from rules.

Shuffle the cards into seven piles: WEAPONS CARDS (8), LOCATION CARDS (8), MOTIVE CARDS (8), ALBI CARDS (8), NO ALBI CARDS (11), SUDEN DEATH CARDS (6) and STRONGEST BLIND FATE CARDS (2).

Place each pile next to its corresponding name. The BIGGEST and MOST IMPORTANT rule is to WHOVEVER THEY LIKE and everyone that everybody over what's who. Each player should then place a token of some sort on the square adjoining the home base.

Shuffle the WEAPONS CARDS and deal them onto EACH square marked "THE GOODS," even if you don't right away playing. Repeat with LOCATION CARDS and MOTIVE CARDS.

Take the nine ALBI CARDS and deal one to each "GOODS" square adjoining an UNOCCUPIED Home Base. Place TWO of the remaining ALBI CARDS with the 28 "BLIND FATE" CARDS. EXAMPLE: If only four are playing, deal FOUR ALBI CARDS to UNOCCUPIED squares; take TWO from the remaining ALBI CARDS leaving THREE.

Now, shuffle the remaining ALBI CARDS and the ALBI CARDS, shuffle them and deal one to the "GOODS" space of each player.

Shuffle the six "SUDDEN DEATH" CARDS and place face down on the SUDDEN DEATH SQUARE.

Shuffle the remaining cards, including the two ALBI CARDS and place face down on the "BLIND FATE" SQUARE.

You are now ready to begin.

START OF PLAY:

Each player must look at their own cards, then replace them, face down on the "GOODS" square with the "ALBI" or "NO ALBI" card at the bottom. The player with the "NO ALBI" CARD IS THE MURDERER, for whom the object of the game is to avoid capture and if possible, to pin the

Murderer on one of the other players. The other players must assist him, however, and try to assist WHO KILLED HIM ROLL, WHY WHERE and WITH WHAT. At that point, the murderer will guess a full roll and then someone and whoever has solved the crime will be the winner.

If, however, the murderer can successfully accuse another player to be convicted and executed then the Murderer has won. He also wins if after being successfully accused he can escape to Rio without being executed. (See "CAPTURE.")

Each player must compile evidence on all other players in the game, so pen and paper are necessary in order for each player to keep track of evidence which they have uncovered against each suspect.

This is done by entering other players' home bases and gathering the key card in their "GOODS" pile. The Murderer may also be compiling evidence in this way in order to eventually frame innocent player and in order to appear inconspicuous!

Players throw two dice to decide who goes first, after which play proceeds in a clockwise direction. (Actual moves on the board are kept clockwise.) The first player throws two dice to move. Players must move to the full extent of their spot throw EXCEPT:

- To stop off at another player's home base in order to eliminate evidence.
- To record murder by landing upon a square per turn to acquire evidence.

COLLECTING EVIDENCE:

Players must stop off at any one Home Base per turn to examine the evidence houses. They cannot go to more than one evidence house unless they occupy it. (See "CAPTURE.")

Look at top card on "GOODS" pile and make a good note on your list of suspects of the information gained. Rotate card face down at the bottom of the "GOODS" pile (Do not look at any other card).

You have now completed your move. (Players may not enter enemy until their next turn.)

The game proceeds in this fashion. Players may not enter any suspect's home base while they pass.

BLIND FATE SQUARES:

Players landing on these squares must take a "BLIND FATE" card, and either keep it, or obey instructions and replace it under "BLIND FATE" pile, depending on the restrictions on the card.

FLYING DOWN TO RIO SQUARES:

These squares are only used at the end of the game when the murderer may try to escape. (See "CAPTURE.")

CAPTURE:

To identify the Murderer a player must have found a "NO ALBI" card at that suspect's home base; however, the player must also have established the LOCATION, WEAPON and MOTIVE before they may accuse the murderer. When a player has these four pieces of evidence they confront the Murderer by turning them and landing on the square occupied by the murderer and making their accusation. To do this the pursuer need not necessarily use the full extent of the dice throw.

EXAMPLE: "You, Ron Perverted, killed Rock!" Roll with the BLUNT BUTTERKNIFE IN THE UNDERGROUND AVIARY Because of his journey you in a CROOKED COCAINE TRANSACTION, and have NO ALBI!"

AT THIS POINT CARDS COLLECTED DURING THE COURSE OF PLAY BECOME SIGNIFICANT:

- If the murderer has no cards which can help them, the game is over, their case has won and it only remains for them to take a "SLOW DEATH" card and discover the nature of their grim fate.
- If the Murderer may have acquired one of the spare ALBI cards from the BLIND FATE pile, in which case they are off the board unless their accuser can produce a card which would win the case. Let the HENDON FLYOVER card or certain SURPRISS WITNESS CARDS.
- If the Murderer has been pointing a card capable of crushing his ally may then pin in the pursuit, not having caught up with murderer, confront him with their card and win. Always supporting that the murderer possesses no further cards which will get him out of trouble! The Murderer then takes a SLOW DEATH card and goes to meet their doom.
- As a last resort, the murderer may have a "BEGGAR" or "SOAK UP THE SUN" card, which entitles the murderer to throw the dice immediately and attempt to reach a

"FLYING DOWN TO RIO" square. The accuser then takes the dice and tries to overtake the Murderer before they can reach the "RIO" square. The Murderer and accuser have alternate turns, as no one else is involved at this stage. If the Murderer reaches the "RIO" square he wins the game and the accuser loses. If the accuser progresses the "EXTRADITION" card is discarded with the SLOW DEATH card like a man, without attempting any further Down To Rio? get out. Any innocent person unfairly accused does not have the option.

THE FRAME UP:

In order to "FRAME" another player, the Murderer must have collected evidence from that player's home base card of WEAPON LOCATION and MOTIVE. They must also have collected a suitable card from the BLIND FATE pile to accuse the defendant's ally. The Murderer's pursuit and accusation of their quarry is exactly the same as that involved in CAPTURE except that his motive is to produce the card which enables him to dismiss his opponent's ally.

If the player has no cards with which to counter the Murderer's card, the Murderer has won. The accused player must take a SLOW DEATH card. If the player CAN produce a card to counter the Murderer's allegations then he is safe, the Murderer has revealed his own identity, and any player may, having collected enough evidence, pursue and accuse the murderer in the normal way.

ADDITIONAL POINTS:

Although BIGGISH and SOAK UP THE SUN cards can only be used by the Murderer, any other player getting one of these should keep it in order to lessen the Murderer's chance of escape.

The number described in the rules may appear anywhere on the board, but in practice is only a matter of simple addition.

There is no point in a player singling out another player to accuse at any time merely because they happen to have an ally-chasing card, because if anybody other than the murderer is accused and executed then the murderer wins the game.

THE FINGER: Police discover Heroin and firearms at the residence of LUCAN. (Even if they're female). USE MUST BE ONE CHOICE. TURN, USE AND REPLACE.	THE FINGER: British Movement Sires receiving OFF that the player of your choice is a homosexual negro. Said player loses and REPLACE.	THE FINGER: Anonymous phone call to the music player of your choice as the next SEX PISTOL. USE AND REPLACE.	HARD TIMES: You ask a Scotland Yard and are charged with assault. Lose your turn.	HARD TIMES: Your Doctor recommends that complete blood change at a Swiss clinic. Lose one turn and eight pins.	THE ROOFTOP SIN-DOWIE 	THE NAZI MEMOR-ABILIA MUSEUM 	THE KING COBRA 	THE BLUNT BUTTERKNIFE 	THE CHAINSAW
ALIBI U.S.: Senior Edward reveals that the player was with him at the time of the murder. James C. the Kennedy version of the murder checking brake linings.	ALIBI Lorraine: Chase, Arthur Barnett and James Purser are 100% certain that you are sitting down with them on Celebrity Squares at the time in question.	ALIBI Mis Fifi: Thing of the school of Advanced Discipline staunchly maintains that you are somewhere while the murder was being committed.	ALIBI Two: separate members of the Royal Family are asserting that you were playing with them card brag with them while the dine dead murder.	ALIBI The Archbishop: of Canterbury is in no doubt whatsoever that he was discussing St. Thomas Aquinas over tea and scones while the dine dead was being did.	THE SENSORY DEPRIVATION TANK 	THE DRAINED SWIMMING POOL 	THE FELDGAU 	THE CHEESEBURGER 	THE LAMENHOLDERS
SLOW DEATH!!! HO HO! AN EAGER BEAVER! You stick around for the slip-around breakfast and hang yourself from a gallows in your coal with your braces.	SLOW DEATH!!! You are found dead so disquieted with the whole thing that you sit down on the douse yourself in lighter fluid and immolate yourself in protest.	SLOW DEATH!!! No, here's a funny thing I did you know this make you lie FACE UPWARDS! Did you know that the LIVES for THREE Seconds? How are you going to spend YOUR time?	SLOW DEATH!!! No, wait... it's a last minute reprieve. Phoope, too late! Yikes, in spring, ironic, ah?	THE LOCKED NURSERY 	THE SHOWER 	THE SET RETAINERS OF P-THINGS LODGE 	THE UNDERGROUND ALIEN 	THE CIRC PRESS 	THE ICEPICK

FLYING DOWN TO RIO! (TAKE A CARD.)

BLIND FATE! (TAKE A CARD.)

DUCK STAB??

HUEY DEWEY

THE RETICENTS
THE GOODS!
(PLACE EVIDENCE CARDS HERE.)

I SEE YA, IN BASTOP!

BLIND FATE

OPEN THE POD DOOR, HAL...

BEARLEIGH HUMAN

THE GOODS!
(PLACE EVIDENCE CARDS HERE.)

I MAY BE SLOW, BUT I'M SURE!

SLOW DEATH

THE MODS THEMSELVES THROW INCENSE.

PAUL WELLER-BASICALLY

THE GOODS!
(PLACE EVIDENCE CARDS HERE.)

BLIND FATE! (TAKE A CARD.)

BLIND FATE! (TAKE A CARD.)

ROCK 'N' ROLL?

IT HAD BEEN SOME PARTY, BUT NOW ROCK 'N' ROLL WUZ DEAD. BUTCHERED BY ONE O' HIS GUESTS!

SOMEBODY HAD TO FIND THE KILLER... BEFORE THE KILLER FOUND THEM! IT WUZ DO OR DIE, BUDDY!!

THE GOODS!
(PLACE EVIDENCE CARDS HERE.)

DEBBY HAIRPIECE

THE GOODS!
(PLACE EVIDENCE CARDS HERE.)

LEMUEL OLUFTHWAFFE

THE GOODS!
(PLACE EVIDENCE CARDS HERE.)

EXP? BEG PARDON? COME RIGHT? YERAWOSSAY? WHAA?

FLYING DOWN TO RIO! (TAKE A CARD.)

BLIND FATE! (TAKE A CARD.)

